

Quiz Tool

Final Report for CS39440 Major Project

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Declaration of originality

I confirm that:

- This submission is my own work, except where clearly indicated.
- I understand that there are severe penalties for Unacceptable Academic Practice, which can lead to loss of marks or even the withholding of a degree.
- I have read the regulations on Unacceptable Academic Practice from the University's Academic Quality and Records Office (AQRO) and the relevant sections of the current Student Handbook of the Department of Computer Science.
- In submitting this work I understand and agree to abide by the University's regulations governing these issues.

Name: Michal Goly

Date: 26th April 2018

Consent to share this work

By including my name below, I hereby agree to this dissertation being made available to other students and academic staff of the Aberystwyth Computer Science Department.

Name: Michal Goly

Date: 26th April 2018

Acknowledgements

I am grateful to coffee.

I'd like to thank coffee.

Abstract

Student engagement and live knowledge monitoring are vital in the provision of good quality lecture content in 2018. It is important to make sure audience understands concepts presented, and quizzes can help lecturers judge students' understanding in real time.

Aberystwyth University currently uses Qwizdom[1] live polling tool during the provision of some lectures and practical sessions. The university operates under a single license forcing lecturers to book sessions before they can use the tool. Due to human nature, session hijacking occasionally occurs to the bemusement of both students and lecturers. For example, students could be shown biology slides half way through their geography lecture.

This project focused on the design and development of an in-house built Quiz Tool, enabling multiple lecturers to use it at the same time and potentially making Qwizdom redundant in the future. This ambition could only be achieved if the project was of high quality and its future maintainability was considered at all stages of the design and development.

The Quiz Tool allows lecturers to login using their Google Single Sign-on[2] credentials, upload their PDF lecture slides and create *Lectures* in the system. Each *Lecture* can be then edited, and eligible slides can be marked as quizzes. True/false, single and multi choice style quizzes are supported. Once a lecturer is happy with their *Lecture*, he can broadcast it and receive a session key which can be shared with students. Lecture slides will be shown to all students and the lecture can be delivered in a traditional fashion up to the moment a slide has been marked as a quiz. Students will then be able to answer the question and polling results will be presented in real time to the lecturer. Lecture sessions broadcasted in the past are kept, and students' answers can be exported as a PDF report for future analysis.

The tool is composed of a back-end with an associated database, and two front-ends. One for lecturers and one for students. Finally, the tool has been successfully developed using an agile methodology, adjusted for a single person project.

CONTENTS

1	Background & Objectives	1
1.1	Background	1
1.2	Analysis	1
1.3	Process	2
2	Design	3
2.1	Overall Architecture	4
2.2	Some detailed design	4
2.2.1	Even more detail	4
2.3	User Interface	4
2.4	Other relevant sections	4
3	Implementation	5
4	Testing	6
4.1	Overall Approach to Testing	7
4.2	Automated Testing	7
4.2.1	Unit Tests	7
4.2.2	User Interface Testing	7
4.2.3	Stress Testing	7
4.2.4	Other types of testing	7
4.3	Integration Testing	7
4.4	User Testing	7
5	Evaluation	8
	Appendices	9
A	Third-Party Code and Libraries	10
B	Ethics Submission	11
C	Code Examples	12
3.1	Random Number Generator	12
	Bibliography	15

LIST OF FIGURES

LIST OF TABLES

Chapter 1

Background & Objectives

This section should discuss your preparation for the project, including background reading, your analysis of the problem and the process or method you have followed to help structure your work. It is likely that you will reuse part of your outline project specification, but at this point in the project you should have more to talk about.

Note:

- All of the sections and text in this example are for illustration purposes. The main Chapters are a good starting point, but the content and actual sections that you include are likely to be different.
- Look at the document MMP: Final Report and Technical Work [?] for additional guidance.

1.1 Background

What was your background preparation for the project? What similar systems did you assess? What was your motivation and interest in this project?

1.2 Analysis

Taking into account the problem and what you learned from the background work, what was your analysis of the problem? How did your analysis help to decompose the problem into the main tasks that you would undertake? Were there alternative approaches? Why did you choose one approach compared to the alternatives?

There should be a clear statement of the objectives of the work, which you will evaluate at the end of the work.

In most cases, the agreed objectives or requirements will be the result of a compromise between what would ideally have been produced and what was determined to be possible in the time available. A discussion of the process of arriving at the final list is usually appropriate.

As mentioned in the lectures, think about possible security issues for the project topic. Whilst these might not be relevant for all projects, do consider if there are relevant for your project. Where

there are relevant security issues, discuss how they will affect the work that you are doing. Carry forward this discussion into relevant areas for design, implementation and testing.

1.3 Process

You need to describe briefly the life cycle model or research method that you used. You do not need to write about all of the different process models that you are aware of. Focus on the process model that you have used. It is possible that you needed to adapt an existing process model to suit your project; clearly identify what you used and how you adapted it for your needs.

Chapter 2

Design

You should concentrate on the more important aspects of the design. It is essential that an overview is presented before going into detail. As well as describing the design adopted it must also explain what other designs were considered and why they were rejected.

The design should describe what you expected to do, and might also explain areas that you had to revise after some investigation.

Typically, for an object-oriented design, the discussion will focus on the choice of objects and classes and the allocation of methods to classes. The use made of reusable components should be described and their source referenced. Particularly important decisions concerning data structures usually affect the architecture of a system and so should be described here.

How much material you include on detailed design and implementation will depend very much on the nature of the project. It should not be padded out. Think about the significant aspects of your system. For example, describe the design of the user interface if it is a critical aspect of your system, or provide detail about methods and data structures that are not trivial. Do not spend time on long lists of trivial items and repetitive descriptions. If in doubt about what is appropriate, speak to your supervisor.

You should also identify any support tools that you used. You should discuss your choice of implementation tools - programming language, compilers, database management system, program development environment, etc.

Some example sub-sections may be as follows, but the specific sections are for you to define.

2.1 Overall Architecture

2.2 Some detailed design

2.2.1 Even more detail

2.3 User Interface

2.4 Other relevant sections

Chapter 3

Implementation

The implementation should look at any issues you encountered as you tried to implement your design. During the work, you might have found that elements of your design were unnecessary or overly complex; perhaps third party libraries were available that simplified some of the functions that you intended to implement. If things were easier in some areas, then how did you adapt your project to take account of your findings?

It is more likely that things were more complex than you first thought. In particular, were there any problems or difficulties that you found during implementation that you had to address? Did such problems simply delay you or were they more significant?

You can conclude this section by reviewing the end of the implementation stage against the planned requirements.

Chapter 4

Testing

Detailed descriptions of every test case are definitely not what is required here. What is important is to show that you adopted a sensible strategy that was, in principle, capable of testing the system adequately even if you did not have the time to test the system fully.

Provide information in the body of your report and the appendix to explain the testing that has been performed. How does this testing address the requirements and design for the project?

How comprehensive is the testing within the constraints of the project? Are you testing the normal working behaviour? Are you testing the exceptional behaviour, e.g. error conditions? Are you testing security issues if they are relevant for your project?

Have you tested your system on “real users”? For example, if your system is supposed to solve a problem for a business, then it would be appropriate to present your approach to involve the users in the testing process and to record the results that you obtained. Depending on the level of detail, it is likely that you would put any detailed results in an appendix.

The following sections indicate some areas you might include. Other sections may be more appropriate to your project.

4.1 Overall Approach to Testing

4.2 Automated Testing

4.2.1 Unit Tests

4.2.2 User Interface Testing

4.2.3 Stress Testing

4.2.4 Other types of testing

4.3 Integration Testing

4.4 User Testing

Chapter 5

Evaluation

Examiners expect to find in your dissertation a section addressing such questions as:

- Were the requirements correctly identified?
- Were the design decisions correct?
- Could a more suitable set of tools have been chosen?
- How well did the software meet the needs of those who were expecting to use it?
- How well were any other project aims achieved?
- If you were starting again, what would you do differently?

Other questions can be addressed as appropriate for a project.

Such material is regarded as an important part of the dissertation; it should demonstrate that you are capable not only of carrying out a piece of work but also of thinking critically about how you did it and how you might have done it better. This is seen as an important part of an honours degree.

There will be good things and room for improvement with any project. As you write this section, identify and discuss the parts of the work that went well and also consider ways in which the work could be improved.

In the latter stages of the module, we will discuss the evaluation. That will probably be around week 9, although that differs each year.

Appendices

The appendices are for additional content that is useful to support the discussion in the report. It is material that is not necessarily needed in the body of the report, but its inclusion in the appendices makes it easy to access.

For example, if you have developed a Design Specification document as part of a plan-driven approach for the project, then it would be appropriate to include that document as an appendix. In the body of your report you would highlight the most interesting aspects of the design, referring your reader to the full specification for further detail.

If you have taken an agile approach to developing the project, then you may be less likely to have developed a full requirements specification. Perhaps you use stories to keep track of the functionality and the 'future conversations'. It might not be relevant to include all of those in the body of your report. Instead, you might include those in an appendix.

There is a balance to be struck between what is relevant to include in the body of your report and whether additional supporting evidence is appropriate in the appendices. Speak to your supervisor or the module coordinator if you have questions about this.

Appendix A

Third-Party Code and Libraries

If you have made use of any third party code or software libraries, i.e. any code that you have not designed and written yourself, then you must include this appendix.

As has been said in lectures, it is acceptable and likely that you will make use of third-party code and software libraries. If third party code or libraries are used, your work will build on that to produce notable new work. The key requirement is that we understand what is your original work and what work is based on that of other people.

Therefore, you need to clearly state what you have used and where the original material can be found. Also, if you have made any changes to the original versions, you must explain what you have changed.

As an example, you might include a definition such as:

Apache POI library - The project has been used to read and write Microsoft Excel files (XLS) as part of the interaction with the client's existing system for processing data. Version 3.10-FINAL was used. The library is open source and it is available from the Apache Software Foundation [?]. The library is released using the Apache License [?]. This library was used without modification.

Appendix B

Ethics Submission

This appendix includes a copy of the ethics submission for the project. After you have completed your Ethics submission, you will receive a PDF with a summary of the comments. That document should be embedded in this report, either as images, an embedded PDF or as copied text. The content should also include the Ethics Application Number that you receive.

Appendix C

Code Examples

For some projects, it might be relevant to include some code extracts in an appendix. You are not expected to put all of your code here - the correct place for all of your code is in the technical submission that is made in addition to the Final Report. However, if there are some notable aspects of the code that you discuss, including that in an appendix might be useful to make it easier for your readers to access.

As a general guide, if you are discussing short extracts of code then you are advised to include such code in the body of the report. If there is a longer extract that is relevant, then you might include it as shown in the following section.

Only include code in the appendix if that code is discussed and referred to in the body of the report.

3.1 Random Number Generator

The Bayes Durham Shuffle ensures that the psuedo random numbers used in the simulation are further shuffled, ensuring minimal correlation between subsequent random outputs [?].

```
#define IM1 2147483563
#define IM2 2147483399
#define AM (1.0/IM1)
#define IMM1 (IM1-1)
#define IA1 40014
#define IA2 40692
#define IQ1 53668
#define IQ2 52774
#define IR1 12211
#define IR2 3791
#define NTAB 32
#define NDIV (1+IMM1/NTAB)
#define EPS 1.2e-7
#define RNMX (1.0 - EPS)
```

```

double ran2(long *idum)
{
    /*-----*/
    /* Minimum Standard Random Number Generator      */
    /* Taken from Numerical recipies in C             */
    /* Based on Park and Miller with Bays Durham Shuffle */
    /* Coupled Schrage methods for extra periodicity   */
    /* Always call with negative number to initialise  */
    /*-----*/

    int j;
    long k;
    static long idum2=123456789;
    static long iy=0;
    static long iv[NTAB];
    double temp;

    if (*idum <=0)
    {
        if (-(*idum) < 1)
        {
            *idum = 1;
        }else
        {
            *idum = -(*idum);
        }
        idum2=(*idum);
        for (j=NTAB+7; j>=0; j--)
        {
            k = (*idum)/IQ1;
            *idum = IA1 *(*idum-k*IQ1) - IR1*k;
            if (*idum < 0)
            {
                *idum += IM1;
            }
            if (j < NTAB)
            {
                iv[j] = *idum;
            }
        }
        iy = iv[0];
    }
    k = (*idum)/IQ1;
    *idum = IA1*(*idum-k*IQ1) - IR1*k;
    if (*idum < 0)
    {
        *idum += IM1;
    }
}

```

```
k = (idum2)/IQ2;  
idum2 = IA2*(idum2-k*IQ2) - IR2*k;  
if (idum2 < 0)  
{  
    idum2 += IM2;  
}  
j = iy/NDIV;  
iy=iv[j] - idum2;  
iv[j] = *idum;  
if (iy < 1)  
{  
    iy += IMM1;  
}  
if ((temp=AM*iy) > RNMx)  
{  
    return RNMx;  
}  
else  
{  
    return temp;  
}  
}
```

Bibliography

- [1] Qwizdom, Qwizdom homepage, 2018. [Online] Available: <https://qwizdom.com/>, [Accessed: Apr. 9, 2018].

Qwizdom is the tool currently used by the univeristy and will be replaced with this project.

- [2] Google Sign-In, "Google Identity homepage", 2018. [Online] Available: <https://developers.google.com/identity/>, [Accessed: Apr. 10, 2018].

Google Sign-In is a secure authentication system that reduces the burden of login for your users, by enabling them to sign in with their Google account. The same account they already use with Gmail, Play, Google+, and other Google services.